

Status Effects

Many special rules in the game will cause your **slammer** to gain or lose statuses. These represent the battle state of your **Pokémon** with recurring special rule to apply when using your **slammer**.

Statuses are applied to the **puck** that you are currently using as your **slammer**. Therefore, if you switch your **slammer** for a new **puck**, the new **puck** gains the **Statuses** and the old **puck** loses them. When your **slammer** has one of the following **Statuses**, apply the **special rules** below.

Critical	Your slammer cannot gain other Statuses . During the next player's turn , treat the Arena stack's max size as being half its normal size.
Paralyzed	After determining the number of attacks you can make, reduce the number of attacks by 1, to a minimum of 1.
Sleep	After determining the number of attacks you can make, reduce the number of attacks to 1. If you flip any pucks in your turn , do not pick up . Instead, your slammer loses Sleep status .
Poisoned	When you top-off , treat the Arena stack's max size as being 1 more.
Confused	After you make your last throw on your turn , if you do not pick up any pucks , you are considered to be the current player during the next player's top-off .

Battle Setup

1. Decide how many players are playing.
2. All players decide which pucks are legal pucks and suitable proxies.
3. Each player moves 16 legal pucks from their collection, minus 1 for each player in the battle, to a minimum of 11, to their Health stack.
4. Determine the turn order of all players.
5. If the Arena stack has less than 8 pucks in it, each player moves a puck from their Health stack to the top of the of the Arena stack, in the turn order. Repeat until there are at least 8 pucks in the Arena stack.
6. In the turn order, each player selects a legal puck from their collection to be their **slammer**, and up to two more legal **slammers** to move to their Power Stack.
7. In the turn order, each player moves pucks from their Health Stack to their Prize stack until they have 10 or less pucks in their HP stack
8. The max size of the Arena stack, and each player's Health stack, becomes the number of pucks in them at this time.
9. Begin the game by the first player in the turn order taking their turn in the Battle Loop.

Battle Rules

1. Players may not touch the Arena Stack if they are not the current player.
2. Players may not touch the pucks in other player's Health, Power, or Prize stack without that player's permission.
3. Players may not discard pucks at will.
4. Players may not use the special rules of more than 1 of the same Item Puck in a single turn.
5. Players may not use special rules of pucks in a Prize stack.

Battle Loop

1. The current player tops-off the Arena Stack.
2. If the current player has the Critical Status, the previous player may attempt a Knock Out.
3. The current player counts the number of attacks they can make.
4. The current player makes all of their attacks.
5. The current player may discard any pucks in their Power Stack.
6. If the current player is the only player still in the battle, they are the winner.

PokéPucks – PuckCenter

(Rulebook, Kanto Region)

Parts of a Game.....	1
Pokémon Battles.....	2
Battle Setup.....	2
Battle Rules.....	2
Battle Loop.....	2
Training Battles.....	6
Starting a Training Battle.....	6
Training Battle Loop.....	6
Wild Battles.....	6
Starting a Wild Battle.....	6
Wild Battle Loop.....	6

PokéPucks is a game of skill, strategy, and risk. It is *not* gambling, though you do stand to gain and lose pucks. When you play this game, you will choose the pucks that you own that will best help you win, and claim your opponent's pucks for your own, but you opponent will be doing the same. If you cannot bear to lose your favorite pucks, do not play with them.

Parts of a Game

PokéPucks is a game of puck toys organized into types of "objects" as described here.

• Puck

- A **puck** is any disc that is 41.23mm in diameter, with a solid bottom half that is 0.8mm in depth and a partially filled upper half that is 0.8mm in depth, with at least a 1mm outer ring. A **puck** typically weighs between 1 and 2 grams. **Pucks** can be made of any material, but must be able to withstand impacts.

• Collection

- All of the pucks owned by a player or reserved for a game of PokéPucks.

• Stacks

- A **stack** is a pile of any number of concentric **pucks** with a set purpose.
- **Stacks** can be face-up, where all **pucks** in the **stack** are facing upwards so that all **players** can see them and their controllers can rearrange them.
- **Stacks** can be face-down, where **players** cannot rearrange them, and their **special rules** are not active.
- **Stacks** have a **max size**, which is the maximum number of **pucks** they can contain.
- **Stacks** can be "**topped-off**" from another **stack**. This is done by the owner of the other **stack** moving 1 **puck** from that stack to the bottom of this **stack**, 1 at a time, until this **stack** has many **pucks** in it as its **max size**. If the **topping-off player** cannot move any more **pucks** to this **stack**, they have "failed" to **top-off**.
- **Stacks** in a **battle** include **Health**, **Power**, **Prize**, **Arena**, and "**set aside**". Your **slammer** also counts as a **stack** with 1 **puck** and a **max size** of 1.

• Slammers

- Any **puck** that meets the **puck** requirements, except the bottom half may be up to 7.2mm in depth. **Slammers** tend to weigh between 2 and 24 grams. Can have **slammer statuses** in a **battle**.

• Pokémon and Pokéball Slammers

- Any **slammer** that has a graphic of a **Pokémon** or **Pokéball** listed in the **PuckDex**. **Pokémon** and **Pokéball Slammers** have the **Energy Type**, **Resistance**, **Weakness**, and **special rules** listed in their **PuckDex** entry.

• Item Pucks and Trainer Pucks

- Any **puck** that is listed in the **PuckMart**, or is listed as a **suitable proxy** for one. It has the **special rules** listed for that **puck**.

• Energy Types

- There are seven icons that represent a "**type**" of Pokémon. **Grass**, **Fire**, **Water**, **Electric**, **Fighting**, **Psychic**, and **Normal**. That are often represented by their associated symbols in the Pokémon Trading Card Game.

• Special Rules

- Different **pucks** add extra rules to the game. If a **puck** has a **special rule**, it always overrides the **core rules** of the **game**.

• Arena

- A flat surface, typically of wood or neoprene, at least 12x12 inches, inside of a box typically around 4 inches deep, of which the face-down Arena stack is placed in the center.

• Battle

- The Arena and Arena stack, each player, each player's Health, Power, and Prize stacks, and any stacks set aside, and all special rules currently in effect.

• Player

- Has a collection, a slammer, and a Health, Power, and Prize stack.

Training Battles

In a training battle, players are able to practice battling without the risk of losing any of their pucks. For simple games, play with only Sandbag pucks and Pokéball slammers, or suitable proxies for them. For a fair match with a challenge, use a premade collection that has a variety of items and trainers.

Starting a Training Battle

This is the same as a **battle**, except:

1. All **legal pucks** must be from the same **collection**, which none of the **players** own, the **players** share, or the **players** decide which **collections** they will go to when the **battle** is finished.

In other words, use a community box of pucks, or each player uses pucks they can easily identify as theirs so they can get them back after the battle.

2. **Players** may still select a **slammer** from their **collection** if the other **players** agree.

If the players agree, they can also bring their favorite Pokémon slammers so they can test their special rules and type matchups.

Training Battle Loop

This is the same as a **battle**, except:

1. Replace all instances of "**your/their collection**" with "**the collection**".

Put the pucks back into the community box or the collection of the player who owns them.

Wild Battles

Wild battles are high stakes, with slammers on the line. Every round is a potential knock out, pitting Pokémon directly against each other, with only a few items to support them.

Starting a Wild Battle

This is the same as a **battle**, except:

1. **Players** may not move **pucks** to their **Health Stack**.

This will always force the slammers into Critical State

2. When **players** move **slammers** from their **collection** to their **Power stack**, they instead may only move up to 1 **Pokéball slammer** to their **Power stack**.

Be sure to bring plenty of Switch pucks to bring out your Pokéball and catch the opponent's slammer!

3. When **players** would move **pucks** from their **Health stack** to their **Prize Stack**, they instead move up to 5 pucks from their **collection** to their **Power Stack**.

Once a puck has been used as a shield, nobody will be able to use its special rules anymore.

Wild Battle Loop

This is the same as a **battle**, except:

1. When attempting a **Knock Out**, before making the **attack**, the **current player** may move any number of **pucks** from their **Power Stack** on top of their **slammer** in the **Arena stack**.

You can risk the pucks that power you up create a shield over your slammer, making it harder to flip.

2. After attempting a **Knock Out**, move all **pucks** that were not **picked up** to the **current player's Power stack**.

If your opponent doesn't flip the pucks you used as a shield, you get them back.

3. If a **special rule** would move a **puck** to a player's **Health** or **Power stacks**, or a **player** would **pick up** a **puck**, instead move it to their **Prize stack**.

There's no healing or picking up in a Wild battle Your slammer should always be in a Critical status.

4. The **Critical Status** does not have a **special rule**.

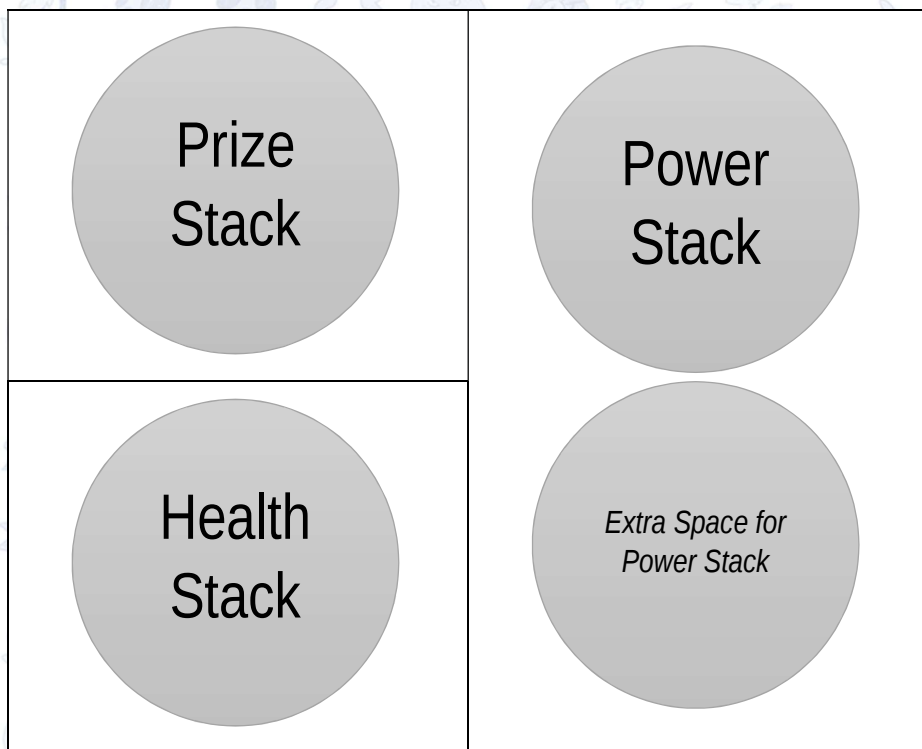
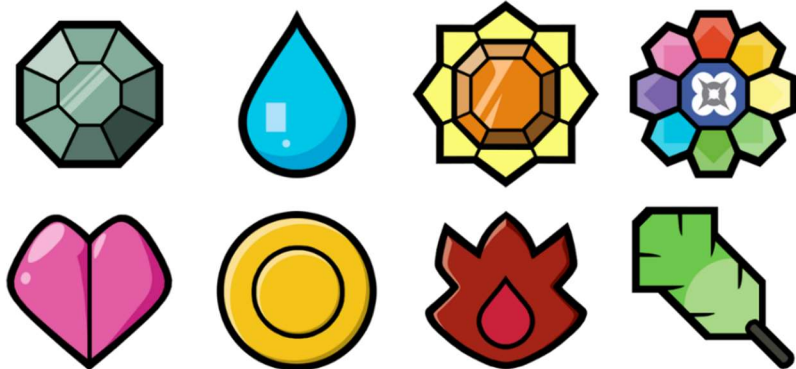
You can gain other status effects, and the Arena stack cannot be topped off anyways...

5. All **Pokéball slammers** are considered to be **Wild Pokéballs** in addition to their **PuckDex** entry.

According to the Slammer Special Rules table, players can steal opponent's slammers with a Pokéball!

Trainer:

Long Actions Made	
Sanctioned Battles	
Wins	
Pokémon Caught/Discovered	



Pokémon Battles

The most basic way to play PokéPucks is to simply Battle. Decide which pucks to play with, set up a battle, and take turns smashing pucks!

Battle Setup

Each game requires a little bit of preparation before smash pucks. The **bold text** below are core rules, while *italicized text* are designer's comments about the rules to help explain them.

1. Decide how many **players** are playing.
 - i. PokéPucks is designed for 2 to 4 players, but can support more.
2. All **players** decide which **pucks** are **legal pucks** and suitable **proxies**.
 - i. Which pucks from players' collections can be used in this game, and how many? Some pucks are not balanced or don't match the battle theme, and should have a maximum or a minimum limit per player or battle.
 - ii. Which pucks can be used to represent other pucks in these rulebooks?
 - iii. Some pucks are hard to obtain, but may have fun rules the players want to try. All proxies of the same design must represent the same design of puck.
3. Each **player** moves 8 to 20 **legal pucks** from their **collection** to their **Health stack**.
 - i. Select pucks to the battle that will compliment the slammer you plan to use, or to counter the slammer you think other players will use.
 - ii. Don't select pucks you're not ok with losing to your opponents!
4. Determine the **turn order** of all **players**.
 - i. Flip coins, rock/paper/scissors, and smash pucks to decide who goes first.
 - ii. The first player will take every turn after their first after the last player's turn, making an infinite loop.
5. If the **Arena stack** has less than 8 **pucks** in it, each **player** moves a **puck** from their **Health stack** to the top of the of the **Arena stack**, in the **turn order**. Repeat until there are at least 8 **pucks** in the **Arena stack**.
 - i. Pucks near the top of the Arena stack are more likely to flip.
 - ii. Once the last player has put in a puck, wrap around to the first player if the Arena stack has less than 8 pucks in. Keep going till the end of the turn order even if there are 8 or more pucks in the Arena stack. Every player should have put in the the same number of pucks when finished.
6. In the **turn order**, each **player** selects a **legal puck** from their **collection** to be **their** slammer, and up to two more **legal slammers** to move to their **Power Stack**.
 - i. Choose your Pokémon team! Special rules in the game could let you switch your slammers.
7. In the **turn order**, each **player** moves **pucks** from their **Health Stack** to their **Prize stack** until they have 10 or less **pucks** in their **Health stack**.
 - i. Many special rules in the game need pucks to be in the Prize stack to be useful.
8. The **max size** of the **Arena stack**, and each **player's Health stack**, becomes the number of **pucks** in them at this time.
 - i. You cannot heal above your max health, and there is a limit to the pucks you can smash.
9. Begin the **battle** by the **first player** in the **turn order** taking their **turn** in the **Battle Loop**.

Battle Rules

Battle rules are always in effect, but are always overridden by other core rules and **special rules**.

- 1.
2. **Players** may not touch the **Arena Stack** if they are not the **current player**.
3. **Players** may not touch the **pucks** in other **player's Health, Power, or Prize stack** without that **player's** permission.
4. **Players** may not **discard pucks** (move **pucks** to your **Prize Stack**) at will.
5. **Players** may not use the **special rules** of more than 1 of the same **Item Puck** in a single **turn**.
6. **Players** may not use **special rules of pucks** in a **Prize stack**.

Battle Loop

Players take turns in their turn order until all but one player has been eliminated! The **bold text** below are the simplified core rules, normal text are the smaller steps to take in that core rule, and *italicized text* are designer's comments about the rules to help explain them.

1. The **current player tops-off** the **Arena Stack**.

If the previous player did well and picked up a lot of pucks, they have "damaged" your slammer by forcing you to top-off more pucks from your Health stack.

2. If the **current player** has the **Critical Status**, the **previous player** may attempt a **Knock Out**.

- Set aside** the **pucks** in the **Arena stack**, and move the **current player's slammer** into the **Arena stack**.

Just like the classic Japanese game of Menko, it's your slammer against theirs!

- The **previous player** makes an **attack**. If the **current player's slammer** is **flipped**, do not **pick up**; the **current player** is **out of the battle**. Move their **slammer** and all of the **pucks** in their **Health**, **Power**, and **Prize stacks** to their **collection**. Skip to the end of this **turn**.

If you can flip their slammer, you knock them out of the game!

3. The **current player counts** the number of **attacks** they can make.

- The current player gets 1 **attack**.
- Modifications to the number of **attacks** from **special rules** would happen after this.
- If the **current player's slammer** has a **Power Type** matching the **Weakness Type** of the **next player's slammer**, increase the number of **attacks** by 1.
- If the **current player's slammer** has a **Power Type** matching the **Resistance Type** of the **next player's slammer**, decrease the number of **attacks** by 1, to a minimum of 1.

4. The **current player** makes all of their **attacks**.

- The **current player** makes a **throw** by physically throwing their **slammer** at the **Arena stack**. If **slammer** does not **hit** by touching the top **puck** of the **Arena stack** after it has left their hand, the **attack** ends.
- Count the number of **pucks** the **current player** can **pick up**, which is the number all **flipped pucks** inside of the **arena**. A **flipped puck** is a **puck** that lands **face up** inside of the **arena**.

Many special rules change the number of pucks you can pick up.

- Pick up** that number of **pucks** by moving them to the **current player's Power stack**.
- The **current player restacks** the **pucks** that were not **picked up**. The **pucks** that are closest to the center of the arena go on the bottom of the **Arena stack**, whereas the ones furthest away go on top. The **current player** may then put any **pucks** that landed outside of the **arena** on top of the **Arena stack** in any order.

5. The **current player** may **discard** any **pucks** in their **Power Stack**.

Some special rules only apply if there aren't any of a certain type of puck in your Power stack. Now is your chance to get rid of the pucks that aren't helping you.

6. If the **current player** is the only **player** still in the **battle**, they are the **winner**.

- Move the **pucks** from the **Arena Stack** into their **Prize Stack**. Move their **slammer** and all of the **pucks** in their **Health**, **Power**, and **Prize stacks** to their **collection**. They are then **out of the battle**.

